

OBJECTIVE

Join a cohesive team of driven artists, developers, and leaders producing user-friendly and convention-challenging designs, interfaces, and experiences.

Push my creative boundaries, hone my skillset, and mature my career working synergistically with industry colleagues.

EDUCATION

B.A. Multimedia Arts and Sciences

UNC Asheville 2008-2012
Concentration in 3D Animation
Graduated with Distinction.

Coursework

Digital Design Principles, Web Design, Advanced Animation Techniques, Interface Design, Video Editing, Motion Graphics, Drawing, History of Animation.

Training

- *Adobe Creative Suite* - including graphic design, branding, vector graphics, photo/video editing, digital painting and animation, compositing, UI prototyping and implementation.
- *3D programs Maya and Zbrush* - including environment, character and mechanical modeling, texturing, rigging, animation, rendering, storyboarding.
- *Drawing* - including figure, industrial, shading/lighting sources, proportion study, character design, concepting, and logo design.
- *Group Projects* - including large and small multimedia projects sometimes spanning the semester, leadership and workload delegation.
- *Internship* - and experience managing website portal updates, social media, email newsletters, and database management for a leadership training non-profit.

SKILLS

Web Development

Front end design with HTML5, CSS3 (+ Sass), Javascript (both vanilla and frameworks/libraries JQuery, Phaser, Velocity, and Bootstrap), and intermediate experience with PHP especially in Wordpress theming.

Design of responsive full sites and landing pages utilizing various animation techniques, load optimization, interactive and assistive UI, database integration, user-tracking, and SEO best practices.

Graphic Design & Illustration

From classically inspired, clean vector design to rich cartoon and fantasy illustration including full branding, typography, color theory and palettes, ad design, photo-editing, and digital painting for game asset creation.

3D

Character sculpting, manifold mechanical modeling, texture painting and shading, morph creation, rigging, animation, and rendering. Modeling, retopology, and optimization for 3D printing.

Marketing & Testing

Google Analytics Certified, GDN display ad creation, email marketing including responsive email coding, A/B landing page testing for CRO, browser and device testing and profiling.

TECH

Linux (Desktop & Server), Mac, Windows
Firefox and Chrome Dev Tools
SSH, shell, cPanel, Filezilla
Wordpress, mySql
Android and iOS testing

Photoshop, Illustrator, Indesign
After Effects, Premiere, Final Cut

Sublime Text, Webstorm, Atom
XAMPP, Git

Google Analytics
Visual Website Optimizer
Campaign Monitor
Mailchimp
Salesforce, Hubspot

Maya, Zbrush, Modo
Unity3D

Gliffy
MS Office

EXPERIENCE

Element-360 Sep '14 - Present

Internet Marketing Designer/Developer

In charge of landing page creation for CRO, database integration for lead acquisition, image and HTML5 ad creation for the GDN, responsive email newsletter coding, designing and reporting on A/B testing.

Extensive experience in Wordpress with close to 100 websites for 40+ real estate communities from around the country involving site speed and SEO audits, behaviour and heatmap analysis, tracking implementation, site updates, and working within brand guidelines to design complementary ads, landing pages, and email newsletters for lead gen.

Freelance

- *UI/UX Design* - During a two-month contract designed and prototyped an IOT app authoring web-application previously named **Interface. I**, with a small team, outlined the scope of the app's services, planned the implementation of the single-page front end, storyboarded the user flow, and created visual assets.
- *Website Development* - Multiple portfolio websites created to showcase professional work and services with custom, responsive Wordpress themes while providing general Wordpress training and SEO auditing.
- *Design* - Logo rework for a startup mobile app, and 3D modeling for 3D printing for a local law firm.

The Littlest Golfer, Inc. Apr '13 - Aug '14

Game Artist/Designer, Illustrator, 3D Artist and Animator

Worked in small team to create a 3D Animated Pilot children's show; designed, modeled, rigged, and animated characters, and created promotional print materials for the show premiere.

Game designer and lead art designer/creator for 2D mobile game 'Bunker Blast' created in Unity3D and sold on the App Store and Google Play. I created the UI, static art assets, and character animations in photoshop spritesheets for Unity3D, and designed puzzle-based levels.

EXEPRIENCE

(cont.)

Leadership Asheville Aug '12 - Dec '12

Designer, Web Tech, Social Media

Managed web site maintenance within Wordpress for an active portal used by participants of an annual leadership training course.

In addition I created promotional prints for fundraisers, designed seasonal event newsletters, promoted events on social media, and managed online donation records and contact database.

Sante Wine Bar Jul '10 - Apr '13

Food Preparation, Server

While pursuing my Multimedia degree I managed all food preparation and service in a busy wine taproom.

REFERENCES

Chad Martin - Element-360 | *President*

➤ chad@element-360.com

Christopher Oakley - UNC Asheville | *Animation Professor*

➤ coakley@unca.edu

Matt Shanor - The Littlest Golfer, Inc. | *Art Director*

➤ mattshanor@gmail.com

INFO

NGPFontaine@gmail.com
850.766.6705

464 Kenilworth Rd.
Asheville, NC. 28805